



Increase/Decrease injury rate HACK....

By bruddog, October 30, 2009 in Hacking Documentation

Follow 0

[Start new topic](#)[Reply to this topic](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 30, 2009

[Report post](#)

Not sure how many people would be interested in this but I always though injuries were a bit too rare. Thanks goes to jstout partially as I was digging through an old thread about how to turn injuries off in season mode.

Anyways here is how to increase/decrease injuries:

@25EBB change the hex to c9

@25EBC change hex to injury rate value (XX)

XX is the injury rate. For those that don't know hexadecimal, FF=256. If you put FF @25EBC that means that a player will get injured (256/256 =1) every play. If you put 80 there, the player would get injured (128/256 =0.5) every other play.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Posted October 30, 2009

[Report post](#)

nice find, bruddog! This is something I've wanted to tweak for a while.

So what do you think a good (realistic) rate is?

Also, is there a way to tweak how soon they come back from injury? It would also be cool if there was a probability that an injured player could come back in the next quarter.

+ Quote



Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 31, 2009

Report post

There might be a way to tweak it how soon they come back but that's beyond my skills. If my analysis is correct the current unhacked rate is 3%. That means out of every 100 tackles you would average 3 injuries. From my experience it *doesn't seem* like injuries occur that often

I might try 5%. I messed around with 10% just for fun. At first there weren't many injuries despite a lot of carries in the game for tackles and then 5 players got injured within 2 quarters.

+ Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted October 31, 2009

Report post

Can you remove the coming back after 3 games rule?

+ Quote



 [sigsgames.com/signatures.php?player=dajabec](https://www.sigsgames.com/signatures.php?player=dajabec)

[Tecmo Tunes](#) Tecmo-themed song parodies



COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

Posted January 7, 2010

Report post

Just curious on something.....

What does the C9 change do?

On the original rom, it's C5 45 and on Bruddog's rom it's C9 05.

So, is 05 equivalent to 5%?

I'm just wondering, cause you said the injury rate is 3% in the original and I'm curious, how you came up with that number. 🤔

+ Quote



Location: Cleveland

COA mode player, since '93

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted January 7, 2010

Report post

Any chance you have the SNES version of this?

[Post made via Mobile Device]

+ Quote

AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIbaseball.us](#)

averagetsbplayer

Tecmo Legend



Members

+ 141

1,381 posts

Location: Madison, WI

Posted March 5, 2010

Report post

Bruddog, can you add the link to jstout's thread that you used? Also, can you explain the significance of changing xc5 to xc9?

+ Quote

[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

bruddog

Down with button mashing



Posted March 5, 2010

Report post

I am not using the correct terminology but you should be able to get the idea.

C5 45 refers to a location in memory. It looks like it is a random number of sorts whose average value works about to 2-3%. I can't remember



Moderators

+ 3,074

11,466 posts

Location: Ca

C9 does a direct compare on the next byte 05. So 05 would equal 2% I think.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 29, 2011

Report post

I don't think my suggested injury rate hack ever worked right because i wasnt sure what kind of vale it was loading before the compare.

This fix should do the trick

@25EB8

A5 3B - Load Random @ 3B into accumulator

EA- no operation

C9 05 - Compare value to 5

This should set the injury rate to 2%.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 6, 2013

Report post

So I was looking more into the default code and the default tecmo code has two different injury rates. It has one for normal offensive plays and one for kick and punt returns.

Normal play rate = $2/256 = 0.8\%$

KR/PR play rate = $7/256 = 2.7\%$

Almost 3 times as likely to get injured on kick returns

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 6, 2013

Report post

On 7/6/2013 at 5:46 PM, bruddog said:

So I was looking more into the default code and the default tecmo code has two different injury rates. It has one for normal offensive plays and one for kick and punt returns.

Normal play rate = 2/256 = 0.8%

KR/PR play rate = 7/256 = 2.7%

Almost 3 times as likely to get injured on kick returns

where do you set the KR/PR injury value?

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind."

[link to change one's signature](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 6, 2013

Report post

Assuming you aren't using the hack in this thread then

x25E74 P1 normal injury rate value

x25E79 P1 KR/PR rate

x25E8C P2 normal injury rate value

x25E91 P2 KR/PR rate

+ Quote



Knobbe

Tecmo Godfather

Posted July 20, 2013

Report post



Four years in the making!



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Great find.



Quote



Elsewhere



- [@Tecmogodfather](#)
- [TecmoSuperBowl Facebook](#)
- [Join us on Discord](#)
- [Tecmobowl Twitch](#)
- [Youtube](#)

"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips



Reply to this topic...



GO TO TOPIC LISTING

RECENTLY BROWSING 1 MEMBER

SBlueman

[Home](#) > [Forums](#) > [Hacking/Emulation](#) > [Hacking Documentation](#) > [Increase/Decrease injury rate HACK...](#)

Mark site read



Theme [Contact Us](#)

[TecmoBowl.org](#)

Powered by Invision Community